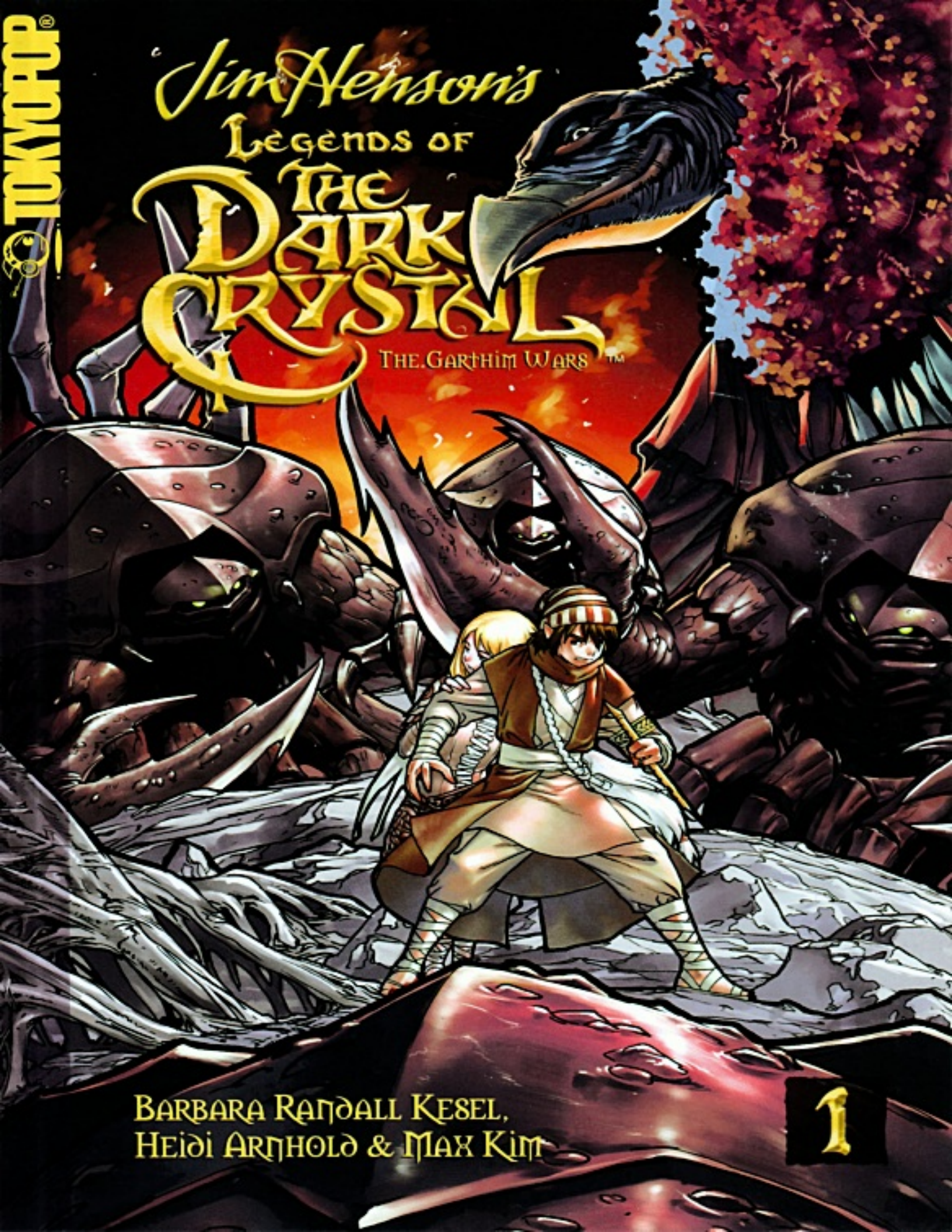
TOKYOPOP
Jim Henson's
Legends of
The Dark Crystal
The Garthim Wars ™
Barbara Randall Kesel,
Heidi Arnhold & Max Kim
1

Manga
Action/Fantasy
US $9.99
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Jim Henson
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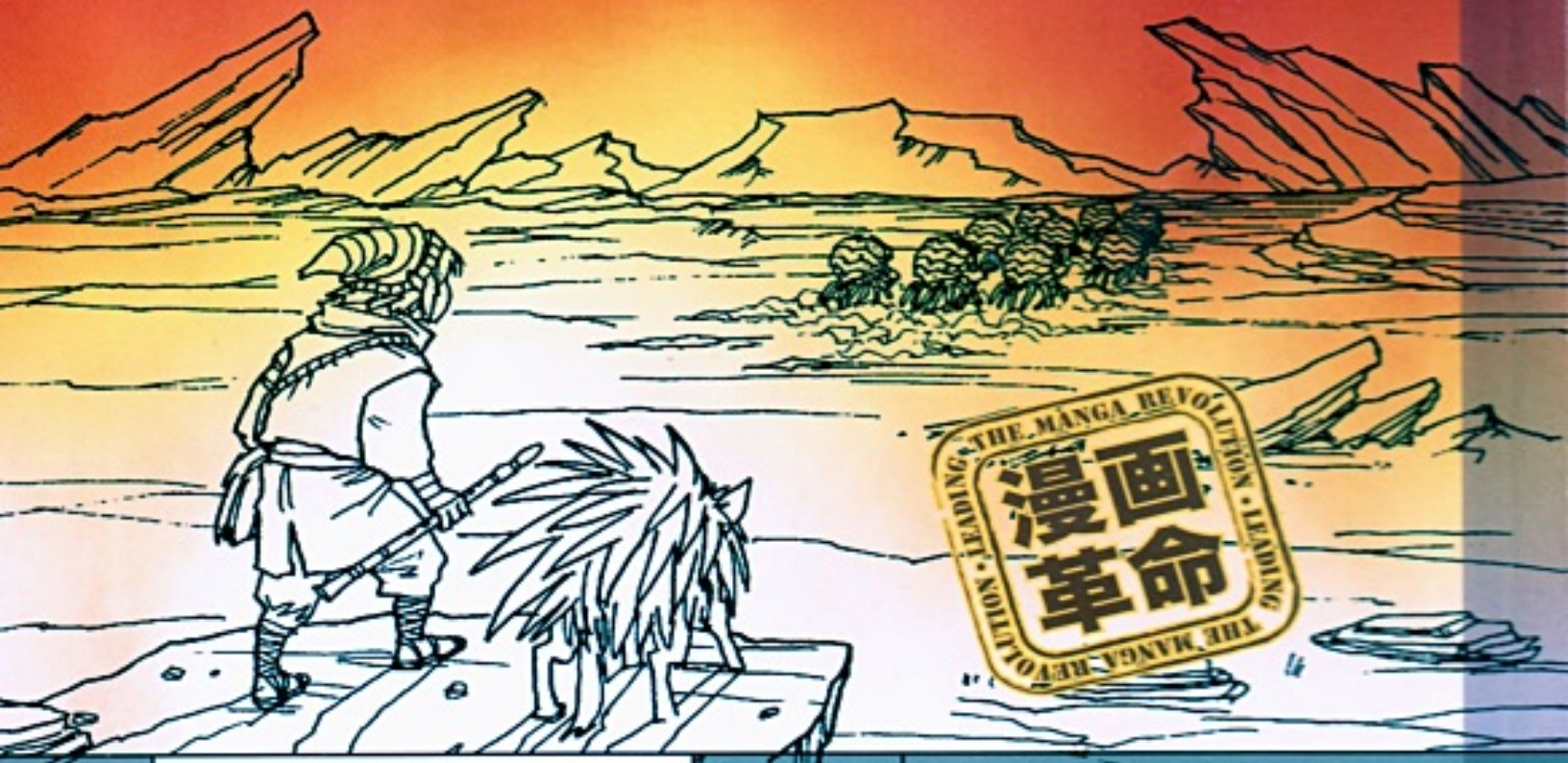
TOKYOPOP

Lahr and Neffi are gentle and fun-loving Gelflings who want little more than to enjoy the simple pleasures of life and love. But when their villages are attacked and plundered by the violent Garthim, their worlds are turned upside down as they narrowly escape with their lives. Now, united against insurmountable odds, the two Gelflings must put aside their peaceful ways and emerge as heroes to lead a frightened neighboring village into something they never thought they'd face—war.

Celebrate Jim Henson's visionary fantasy classic by returning once again to the world of Gelflings, Mystics, and Skeksis in this exciting new manga prequel!



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TEEN
AGE 13+

TOKYOPOP AGE RATING
MAY INCLUDE:
AGRESSION
MILD LANGUAGE

Jim Henson's Legends of The Dark Crystal™

The Garthim Wars

Volume 1

Written by Barbara Randall Kesel
Illustrated by Heidi Arnhold and Max Kim
Cover Art by Jae-Hwan Kim

Based on the film "The Dark Crystal"
Directed by Jim Henson and Frank Oz
Screenplay by David Odell
Story by Jim Henson

Original designs by Brian Froud

TOKYOPOP®

HAMBURG // LONDON // LOS ANGELES // TOKYO

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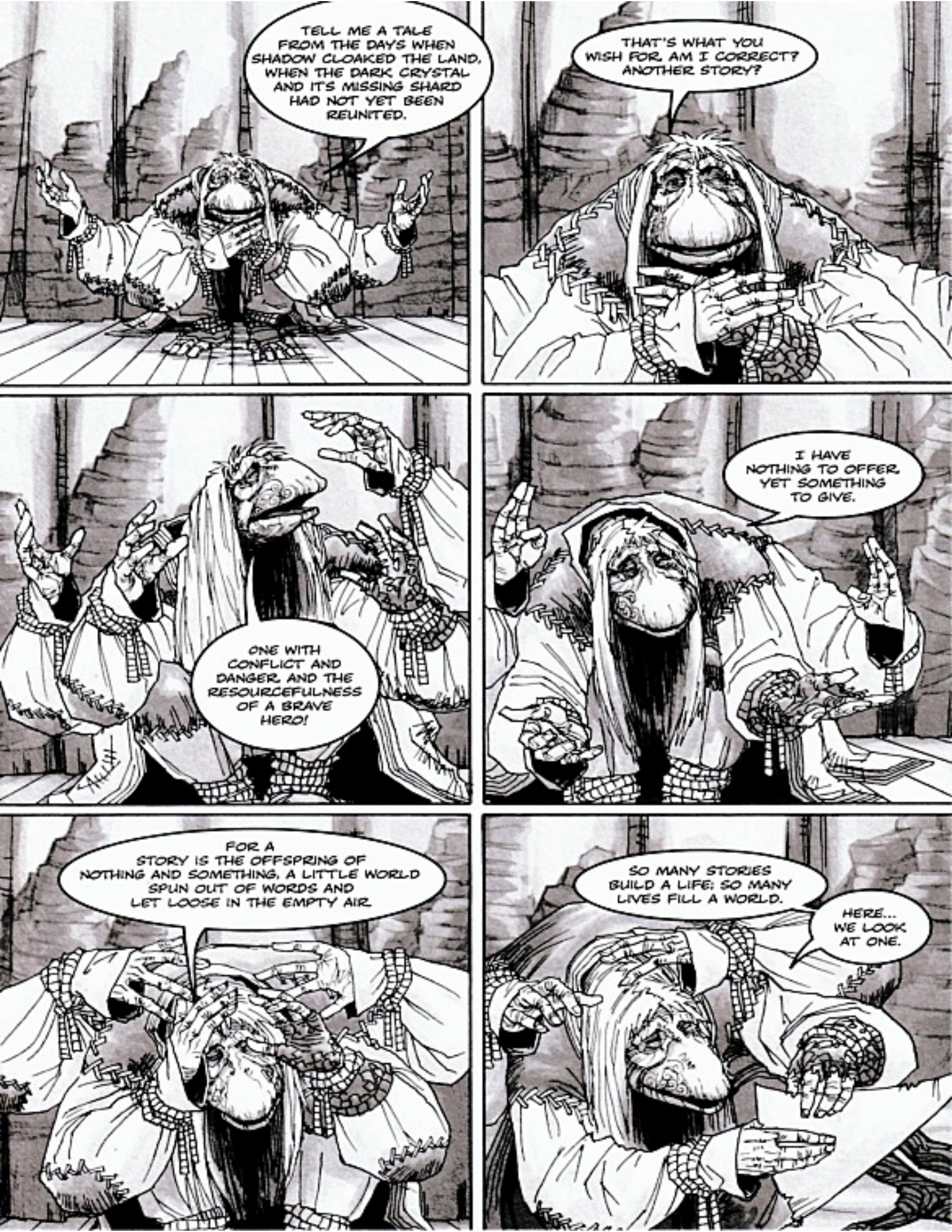
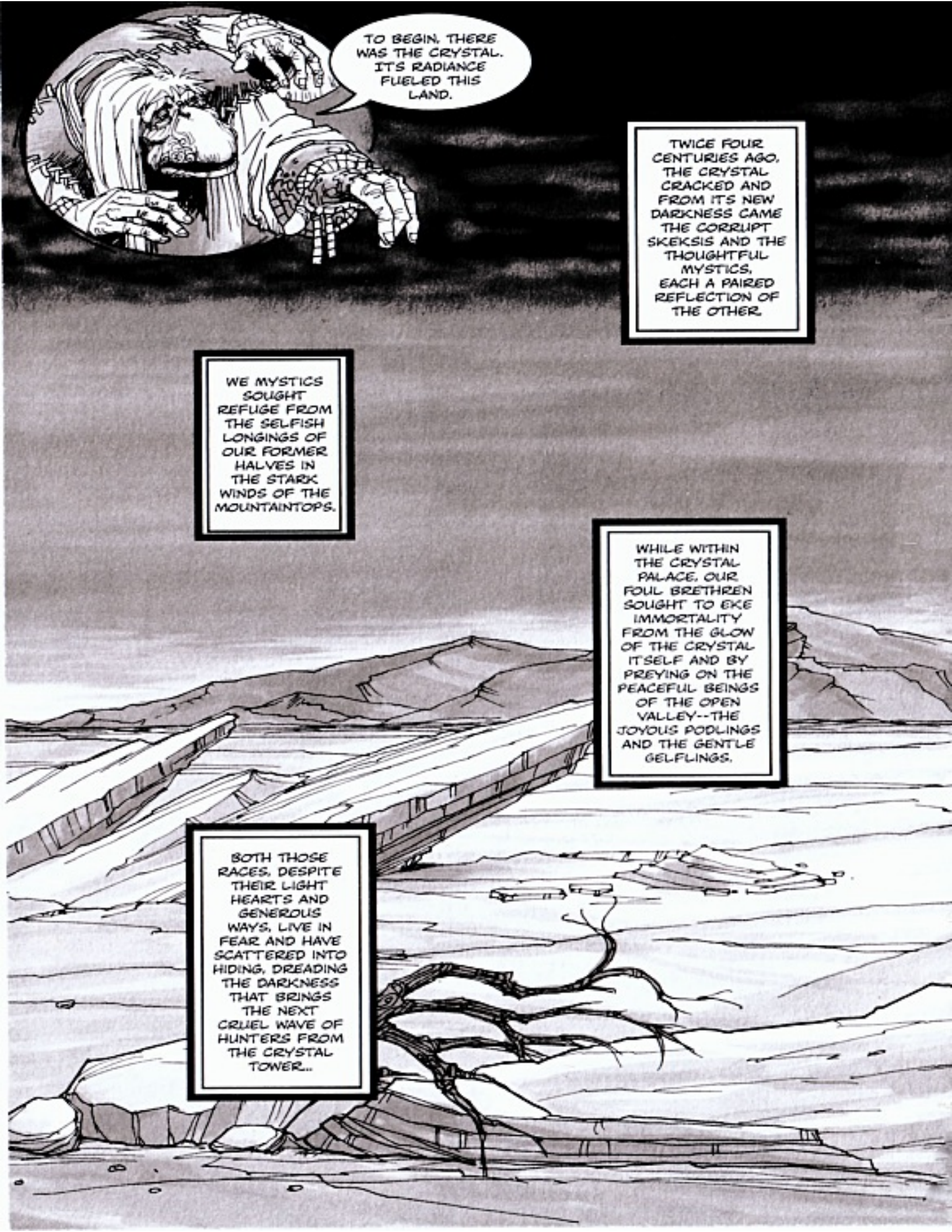
Chapter One


TELL ME A TALE FROM THE DAYS WHEN SHADOW CLOAKED THE LAND, WHEN THE DARK CRYSTAL AND ITS MISSING SHARD HAD NOT YET BEEN REUNITED.
THAT'S WHAT YOU WISH FOR, AM I CORRECT? ANOTHER STORY?
ONE WITH CONFLICT AND DANGER, AND THE RESOURCEFULNESS OF A BRAVE HERO!
I HAVE NOTHING TO OFFER, YET SOMETHING TO GIVE.
FOR A STORY IS THE OFFSPRING OF NOTHING AND SOMETHING, A LITTLE WORLD SPUN OUT OF WORDS AND LET LOOSE IN THE EMPTY AIR.
SO MANY STORIES BUILD A LIFE; SO MANY LIVES FILL A WORLD.
HERE... WE LOOK AT ONE.


TO BEGIN, THERE WAS THE CRYSTAL. ITS RADIANCE FUELED THIS LAND.
TWICE FOUR CENTURIES AGO, THE CRYSTAL CRACKED AND FROM ITS NEW DARKNESS CAME THE CORRUPT SKEKSIS AND THE THOUGHTFUL MYSTICS, EACH A PAIRED REFLECTION OF THE OTHER.
WE MYSTICS SOUGHT REFUGE FROM THE SELFISH LONGINGS OF OUR FORMER HALVES IN THE STARK WINDS OF THE MOUNTAINTOPS.
WHILE WITHIN THE CRYSTAL PALACE, OUR FOUL BRETHREN SOUGHT TO EKE IMMORTALITY FROM THE GLOW OF THE CRYSTAL ITSELF AND BY PREYING ON THE PEACEFUL BEINGS OF THE OPEN VALLEY--THE JOYOUS PODLINGS AND THE GENTLE GELFLINGS.
BOTH THOSE RACES, DESPITE THEIR LIGHT HEARTS AND GENEROUS WAYS, LIVE IN FEAR AND HAVE SCATTERED INTO HIDING, DREADING THE DARKNESS THAT BRINGS THE NEXT CRUEL WAVE OF HUNTERS FROM THE CRYSTAL TOWER...

...FOR THIS IS A WORLD STILL RULED BY THE WANING LIGHT OF...
THE DARK CRYSTAL

WHOUF? WHAT IS IT, BOY?

YOU'RE NOT JUST ALERTING ME TO THE PRESENCE OF HOPPERS AGAIN, ARE YOU?
JUST IN CASE, THOUGH... GET UP, FRIEND!
WHAP
WHRAAAWR
SCOUT.

IT'S PROBABLY JUST A--
OH NO!
GARTHIM!
GATHER THE HERD, WHOUF! LET'S GET THEM MOVED FARTHER AWAY.

EASY, BOY!
DON'T PANIC THE MOUNDERS. THOSE GARTHIM AREN'T COMING TOWARD US.
..GRRR..
WE'RE SAFE.
AS LONG AS WE MOVE THE HERD NOW, OUR PATH AND THEIRS WON'T CROSS. IF I HAD TO GUESS, I'D SAY THOSE GARTHIM ARE HEADED...
...FOR HOME! WHOUF, GATHER!

THERE'S NO HEADING FARTHER AWAY FOR US, WHOUF!
WE'VE GOT TO SEE IF THERE'S ANYTHING WE CAN DO!
RUN!

I KNOW YOU DON'T WANT TO GET CLOSER TO THOSE CREATURES, BUT WE MUST!
GYAAAAUGH! RUN! RUN!
WHAT CAN I DO?!
WE CAN'T GET THERE BE-FORE THE GARTHIM!
I CAN'T EVEN WARN THEM!

GAR?
MIKKA?
INETH?
ANYONE...?

MINEEN?
MINEEN...?
OH NO!
THIS CAN'T BE REAL. THEY CAN'T ALL BE GONE!

I'M ONLY A SHEPHERD AND A MUSIC-MAKER...
I COULDN'T HAVE SAVED THEM. I COULD--
I--
I COULDN'T...
GNYAAAHH
I...
...COULDN'T...
GNYAAAAA

THEY'VE BEEN TAKEN TO THE PALACE! THE SKEKSIS WILL FEED THEM TO THE CRYSTAL!
WE THOUGHT WE WERE SAFE HERE! THE GARTHIM HAVEN'T RAIDED IN SO LONG!
BUT WE WERE WRONG!
WHAT IS IT, WHOUF?
OH NO.
BARK! BARK!

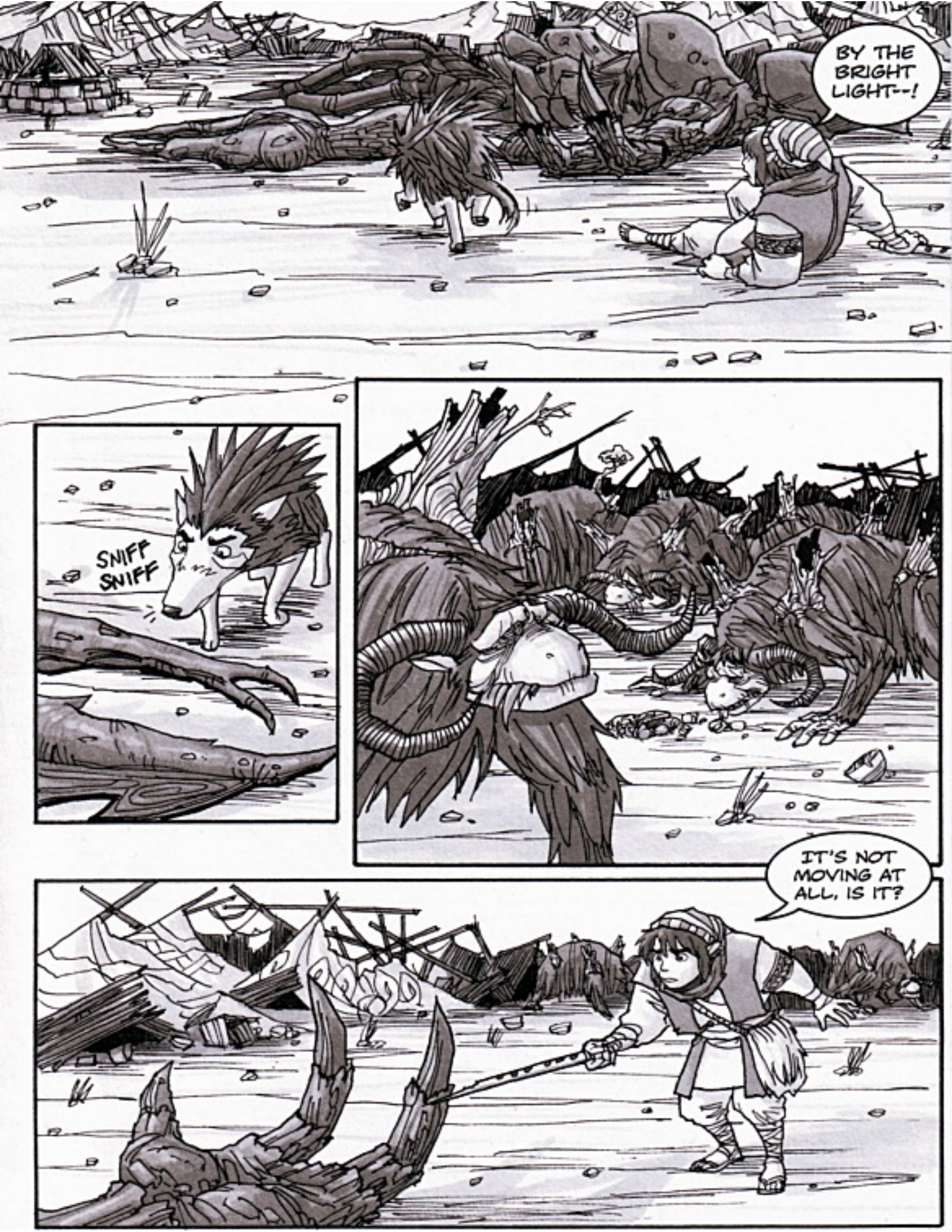
KLICK KLACK
KRAK
MY FLUTE!

GYAGAUGH
WHRAAWR
GRRRR
YOU'LL PAY FOR WHAT YOU'VE DONE TO US!
YOU WILL PAY!

KLAK!
NNNGH

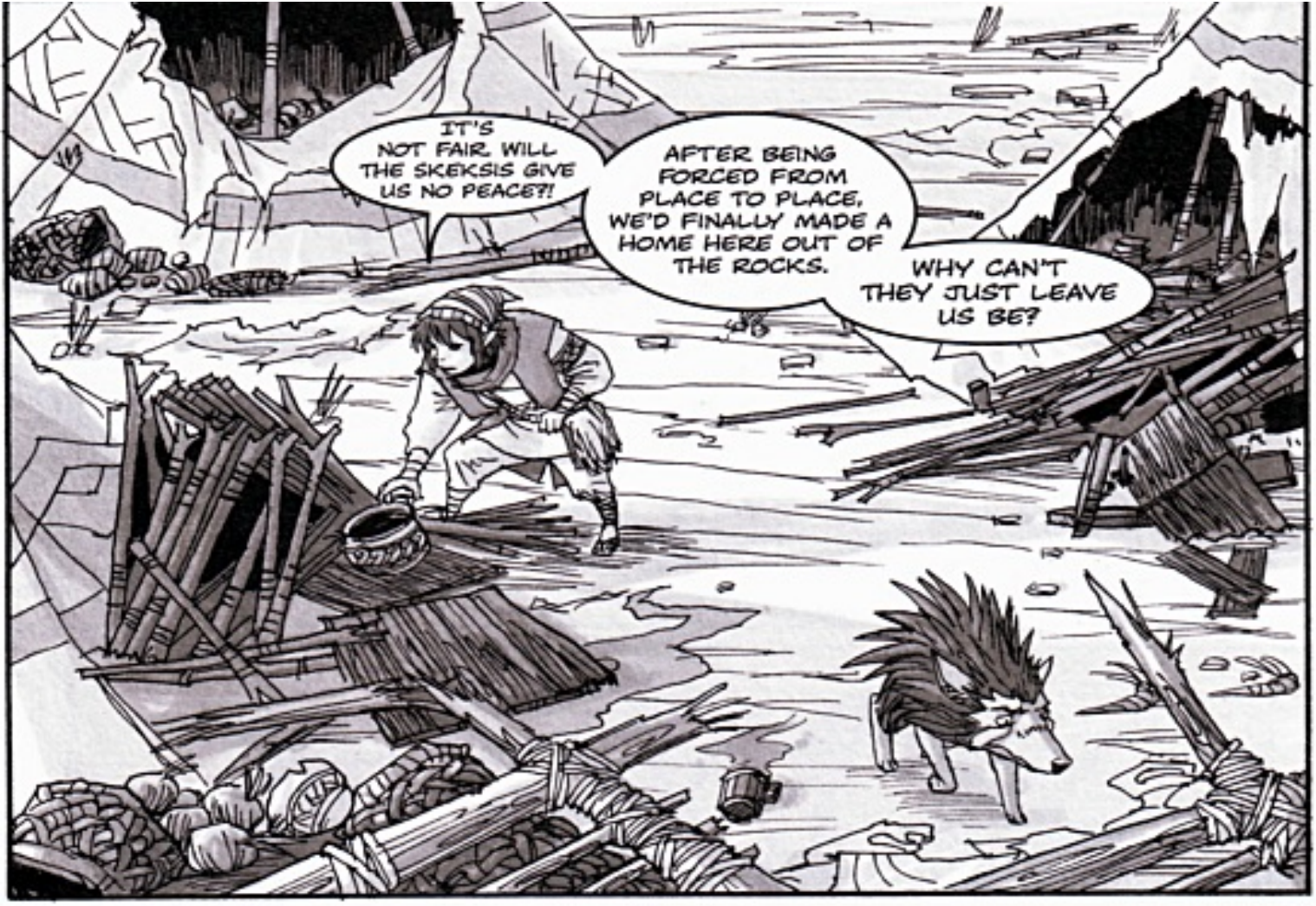
WHUMP
YAAAUGH!
NNNNNNNN...

KRAAWNNGG


BY THE BRIGHT LIGHT--!
SNIFF SNIFF
IT'S NOT MOVING AT ALL, IS IT?

IT'S DEAD...
I'VE KILLED A GARTHIM!
I'VE KILLED A GARTHIM?
SUCH AN AWFUL USE FOR AN INSTRUMENT OF BEAUTY...
I'M NOT MUCH OF A WARRIOR, WHOUF, BUT THERE ARE TIMES WHEN IT'S UP TO US TO DO WHAT WE CAN.
EVEN IF IT COSTS US THE SOLACE OF MUSIC.

WITH LUCK, THEY WON'T NOTICE THAT THEY'VE LOST ONE OF THEIR OWN UNTIL LATER.
THEY PROBABLY DON'T EVEN KNOW WE'RE STILL HERE.
THAT GIVES US A SMALL SPACE OF TIME TO THINK OF A WAY TO FIX THIS.
AND A TREMENDOUS SONG WILL COME OUT OF THIS ADVENTURE...
IF THERE'S EVER ANYONE TO SING IT FOR!


IT'S NOT FAIR. WILL THE SKEKSIS GIVE US NO PEACE?!
AFTER BEING FORCED FROM PLACE TO PLACE, WE'D FINALLY MADE A HOME HERE OUT OF THE ROCKS.
WHY CAN'T THEY JUST LEAVE US BE?

WE WERE HAPPY HERE.
AND WELL FED!

NO MATTER HOW HARD OUR DAYS HERE WERE...
...JOY WAS A PART OF EVERY EVENING.
DID THEY HAVE TO DESTROY IT ALL?
WE WORKED SO HARD TO BUILD A LIFE HERE.
ISN'T ANYWHERE SAFE ANY-MORE?!

WELL... NOTHING'S GAINED BY WAITING HERE.
GET THEM MOVING, WHOUF. PERHAPS WE CAN FIND OUR CLANMATES, OR SAVE OTHERS FROM THE SAME FATE.
TOGETHER, WE CAN HANDLE WHATEVER AWAITS US, RIGHT?
TAKE A LAST LOOK AT HOME, WHOUF!

SOMEHOW, I DOUBT WE'LL BE COMING BACK.
WAIT...

MINUTEMAN MAZE